Players that start game in contact cannot meet if one is AI

2018-07-14 08:58 PM - Jacob Nevins

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: Server
Sprint/Milestone: 2.6.4

Description

Originally reported on wiki by Robin Patterson:

https://freeciv.wikia.com/wiki/Forum:Bug_-_initial_dispersion_meets_other_nation's_unit

When you choose an initial dispersion greater than zero, you run the risk of having one of your units placed right next to a unit of another nation. When that happens, you are at war and cannot make peace - "Diplomacy - Meet" is clickable but it produces no diplomacy screen. So you are perpetually at war with that nation (until one or other of you is eliminated).

I hope someone can fix this bug. To see it in action, choose a small map and large number of nations and maximum dispersion (10).

I've reproduced the inability to get a treaty screen in a single-player game. I think the problem might be that AI already initiated diplomacy (offering a cease-fire) but it was too early for the client, or something; saving and reloading, the client pops up diplomacy dialogs.

History

#1 - 2018-07-14 09:31 PM - Jacob Nevins
At the time the client receives PACKET_DIPLOMACY_INIT_MEETING and calls popup_diplomacy_dialog(), can_client_issue_orders() is returning FALSE, because client_state() is still C_S_PREPARING, because PACKET_START_PHASE (which puts the client into C_S_RUNNING) isn't received until later.

(There are a number of things which seem to go wrong like this at game start -- messages that would normally appear on the Messages tab appearing in the chat log, etc. Does the client need to go to C_S_RUNNING earlier?)

#2 - 2018-07-14 09:34 PM - Jacob Nevins
If the server thinks there's already a treaty when the client sends it INIT_MEETING_REQ (which is what the "Meet" button does), via find_treaty(), it just does nothing (in handle_diplomacy_init_meeting_req()).

#3 - 2018-07-14 09:37 PM - Jacob Nevins
- Subject changed from Players that start game in contact cannot meet to Players that start game in contact cannot meet if one is AI

#4 - 2018-07-14 10:32 PM - Jacob Nevins
I think the call stack for initiation of the problematic treaties will be

init_new_game
place_starting_unit
create_unit
create_unit_full
maybe_make_contact
make_contact
call_first_contact
dai_diplomacy_first_contact
dai_diplomacy_suggest

#5 - 2019-12-03 06:31 PM - Marko Lindqvist
Server on the other hand is already in S_S_RUNNING, so this cannot, like I hoped, to be solved by moving initial contact establishment until server enters S_S_RUNNING.

#6 - 2021-03-02 08:55 AM - Marko Lindqvist
- File 0020-Send-meetings-opened-by-AI-players-met-thanks-to-dis.patch added
- File 0012-Send-meetings-opened-by-AI-players-met-thanks-to-dis.patch added
- Category set to Server
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.4

#7 - 2021-03-05 01:15 AM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

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<td>2021-03-02</td>
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